Franklin®

BOOKMAN®

ELECTRONIC BOOK CARD

Pocket Lexicon

USER'S GUIDE

TMQ-440

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Welcome to the world of BOOKMAN! BOOKMAN is a powerful, portable electronic reference with a built-in book and the ability to use books in cards. With your new Franklin *Pocket Lexicon* (TMQ-440), you can find a total of more than 500,000 synonyms, antonyms, Classmates™, and Confusables™. You can also play three word games at different skill levels; plus you can view geographical information about European countries. Read this User's Guide to learn how!

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Key Guide

Function Keys

CLEAR Clears the word you entered.

MENU Shows the menu.

GEO **(red)** Shows selected geographical information.

CONF **(green)** Shows Confusables (words that you may confuse with others).

GAMES **(yellow)** Shows games you can play.

SKILL **(blue)** Shows the game skill levels.

CARD Exits the selected book.

ON/OFF Turns BOOKMAN on or off.

➤ Understanding the Colour Keys

The colour keys (red, green, yellow, and blue) perform the functions listed above only for the book described in this User's Guide.

Other BOOKMAN books have their own colour key functions, which are labelled on their keyboards or book cards. To learn more, see "Using the Colour Keys."

Other Keys

BACK Erases a letter, shows a previous screen, or stops a highlight.

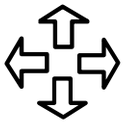
CAP Shifts keys to type capitals.

ENTER Looks up a word, selects a menu item, or highlights a word.

HELP Shows a help message.

? * Types a **?** to stand for a letter in a word (shifted, types an * to stand for a series of letters).

Direction Keys



Scrolls the text, moves the cursor, or moves the highlight.

DN UP Pages down or up.

SPACE Types a space, or pages down in thesaurus entries and help.

Star Key Combinations*

☆ + CARD Sends a word between books.

☆ + DN or UP Shows the next or previous thesaurus entry.

* Hold ☆ while pressing the other key.

Installing Batteries

The BOOKMAN 440 model uses two CR-2032 lithium batteries. Here is how to install or replace them.

Warning: When the batteries lose power or are removed from BOOKMAN, information that you have entered in its built-in book as well as in any installed book card will be erased.

1. **Turn BOOKMAN over.**
2. **Slide off its battery cover in the direction of the triangle.**
3. **Install the batteries following the diagram in the case**
4. **Replace the battery cover.**

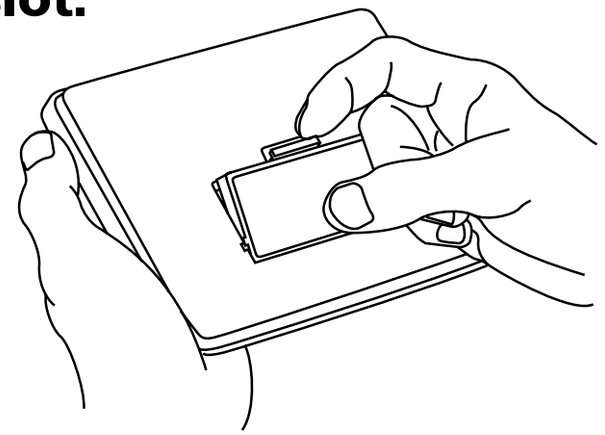
➤ Resuming Where You Left Off

You can turn off BOOKMAN at any time. When you turn BOOKMAN on again, the screen that you last viewed appears.

Installing Book Cards

Warning: Never install or remove a book card when your BOOKMAN is on. If you do, information that you entered in its built-in book as well as in the book card will be erased.

1. **Turn BOOKMAN off.**
2. **Turn BOOKMAN over.**
3. **Align the tabs of the book card with the notches in the slot.**



4. **Press the book card down until it snaps into place.**

➤ Removing Cards

Warning: When you remove a BOOKMAN card to install another, information that you entered in the removed card is erased.

Selecting a Book

Once you have installed a book card in your BOOKMAN, you can select which book you want to use.

1. Turn BOOKMAN on.

2. Press CARD**.**

These are sample books.

3. Press ⇨ or ⇦ to highlight the book you want to use.

4. Press ENTER **to select it.**

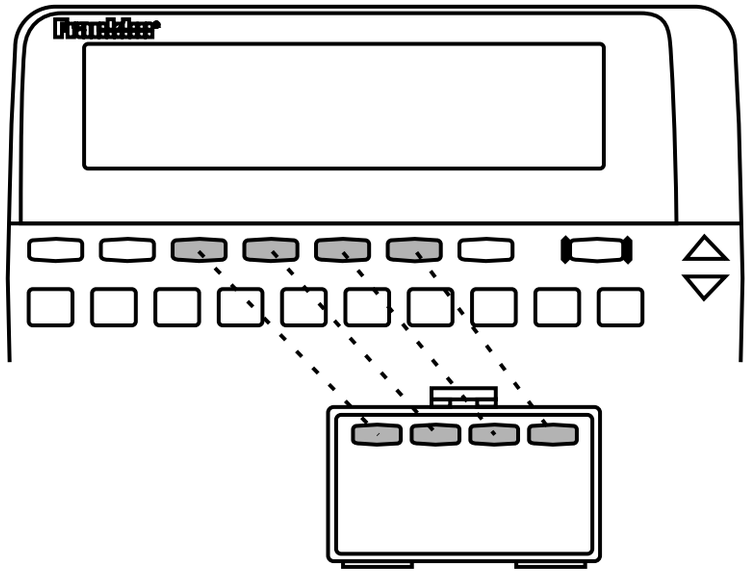
➤ About Screen Illustrations

Some screen illustrations in this User's Guide may differ from what you see on screen. This does not mean that your BOOKMAN is malfunctioning.

Using the Colour Keys

The red, green, yellow, and blue keys change functions according to which book you are using.

When you have selected and are using the built-in book, the colour keys function as labelled on the keyboard. When you are using a BOOKMAN book card, the colour keys function as labelled on that book card.



Remember, when you have selected and are using a BOOKMAN book card, the colour keys function as labelled on that card, not as on the keyboard.

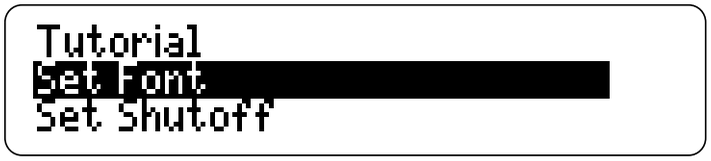
Changing Settings

You can adjust the font size and shutoff time of this book. The font size sets how large the letters appear on screen. The shutoff time sets how long your BOOKMAN stays on if you forget to turn it off.

1. Press (CLEAR).

2. Press (MENU).

3. Press ⇩ to highlight *Set Font* or *Set Shutoff*.



4. Press (ENTER).

5. Press ⇩ or ⇧ to highlight a setting.

To leave the settings as they are, press (BACK).

6. Press (ENTER) to select it.

➤ Changing the Contrast

When you're using the TMQ-440, you can change the BOOKMAN's screen contrast by pressing (CLEAR) and then repeatedly pressing ⇧ or ⇩.

Viewing a Demonstration

When no book card is installed in your BOOKMAN, a demonstration automatically appears after you turn it on. To stop the demo, press (CLEAR). To disable it, press (MENU) and then select *Disable Demo*. To re-enable it, select *Enable Demo*.

When a book card is installed, select *View Demo* from the menu to view the demo.

➤ Help is Always at Hand

You can view a help message at virtually any screen by pressing (HELP). Press ⇩ or (DN) to read it. To exit help, press (BACK).

To read about what the keys do when you're using this book, press (MENU) and then select *Tutorial*.

➤ Just Follow the Arrows

The flashing arrows on the right of the screen show which arrow keys you can press to view more text.

Finding Synonyms

To look up synonyms, simply type a word and then press ENTER. Try this example.

1. Press CLEAR.

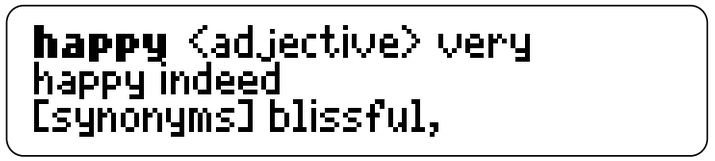
2. Type a word (e.g., *happy*).

To type capitals, hold CAP.
To erase a letter, press BACK.
To move the cursor, press ⇦ or ⇨.

3. Press ENTER to view its first thesaurus entry.

4. Press ⇩ or DN to read.

5. Hold ☆ and press DN repeatedly to view its next entries, if any.



To view a previous thesaurus entry, hold ☆ and press UP.

6. Press CLEAR when finished.

In addition to the brief definition for each lexicon entry, you will find the following word categories which are found in brackets. (*Note*: most lexicon entries will not have all of these word types):

ANTONYM
a word of opposite meaning

CLASSMATES
words that are related by subject or class (i.e., "lamp" is a classmate of the word "light")

IDIOM
an expression (i.e., "on the same wavelength" is an idiom of the word "friend")

SLANG
informal vocabulary (i.e., "copper" is a slang term for the police)

SYNONYMS
words of similar meaning

US
an "Americanism" – a word which is characteristic of American English (i.e., "baloney" is an Americanism of the word "nonsense")

➤ Understanding Thesaurus Entries

When you see *THES* flash in the upper right of the screen, the entered or highlighted word has a thesaurus entry. Each thesaurus entry begins with the word's part of speech (noun, verb, adjective, etc.) and a brief definition.

➤ Selecting Multiple Forms

When you enter a word that has more than one form, a word list appears. Highlight the form you want and then press ENTER to select it.

➤ Viewing Next Entries

When a word has more than one thesaurus entry, you can view its next entry by scrolling or paging down at the end of an entry.

Viewing the Geographical Information List

The Geographical Information List has five different sections that display important information about Europe.

1. **Press GEO.**
2. **Highlight a list item using the arrow keys.**

3. **Press ENTER to select it.**
4. **Highlight the desired country, if necessary.**
   You can type the first letter of a desired country or scroll down to highlight it.
5. **Press ENTER.**
6. **Use the arrow keys to view the text.**
7. **Press CLEAR when finished.**

Viewing the Geographical Information List

▶ EU Facts

EU Facts gives you geographic information concerning the European Union. Use the direction keys to read the text.

▶ EU Member Countries

The *EU Member Countries* section is a list of the 15 countries that are currently members of the European Union. To view information about one of the countries in the European Union (e.g., *Greece*), use the direction keys to highlight the desired country and press ENTER.

▶ Rest of European Countries

The *Rest of European Countries* section is a list of 31 European countries that are not members of the European Union. To view information about one of these countries (e.g., *Hungary*), use the direction keys to highlight the desired country and press ENTER.

▶ Largest Cities

The Lexicon also provides a list of the 30 largest cities within the European Union countries. The *Largest Cities* section details the population sizes of each of these cities.

▶ Transport

The *Transport* section lists information about the major ports, motorway networks, rail networks, and major airports of Europe.

Correcting Misspellings

If you happen to misspell a word that you wish to look up, don't worry. The Pocket Lexicon will automatically give you a list of corrections from which to choose.

1. Press CLEAR.

2. Type a misspelled word (e.g., *ecskwizzit*).

3. Press ENTER.

4. Highlight a correction.

5. Press ENTER to view its thesaurus entry, if any.

6. Press CLEAR when finished.

➤ Finding Spellings and Words

If you're not sure how to spell a word, or want to find a list of similarly spelled words, type a question mark in place of each unknown or variable letter (e.g., *conc??ve*). Then press ENTER. You can also type an asterisk in place of a series of letters (e.g., *conc*ve*). To type an asterisk, hold CAP and press ?*.

Finding Confusables™

Confusables are words that sound alike or are spelled similarly. When you see *CONF* flash in the upper right of the screen, the entered or highlighted word has Confusables. Try this example.

1. Type *rein*.

Note: If you know that a word has Confusables, you can press CONF to go directly to the Confusables list.

2. Press ENTER.

Notice that *CONF* flashes.

3. Press CONF.

Each Confusable is followed by a word identifying its meaning.

4. Press ENTER to start the highlight.

5. Press the arrow keys to highlight a word.

6. Press ENTER to view thesaurus entry.

7. Press CLEAR when finished.

Highlighting Words

Another way to find synonyms and Confusables is by highlighting words in thesaurus entries. Try this example.

1. Type *demeanour.*

2. Press ENTER.

3. Press ENTER again.

Notice the highlight. You can turn it off by pressing BACK.

4. Press the arrow keys to highlight a word (e.g., *air*).

5. Press one of these keys:

To View...	Press...
its thesaurus entry	ENTER
Confusables, if any	CONF

6. Press BACK to go back to the highlighted word.

7. Press CLEAR when finished.

Sending Words Between Books

You can look up words from this book in certain other BOOKMAN books, and vice versa.

To send or receive a word to or from another book, you must first install a book card in your BOOKMAN, and that card must be able to send or receive words, too. To learn if a card can send or receive words, read its User's Guide.

1. Highlight a word in this book.

To highlight a word in a list, press the arrow keys.

To highlight a word in text, press ENTER and then press the arrow keys.

2. Hold ☆ and press CARD.

3. Highlight the other book.

4. Press ENTER.

The word that you highlighted appears in the other book.

5. Press ENTER to look up the word.

Playing the Games

▶ Selecting Skill Levels and Games

You can select a skill level before you play or during a game. If you select a level during a game, the new level does not take effect until the next round begins.

- To select a skill level, first press SKILL. Then highlight a level and press ENTER to select it.
- To select a game, first press GAMES. Then highlight a game and press ENTER to start playing.

▶ Playing Hangman

Hangman challenges you to guess a mystery word, indicated by question marks, before the man is hanged. Simply type your letter guesses. The number of wrong guesses you can make appears to the right of the number signs.

To end a round, press ? * . To view the thesaurus entry of the word, press ENTER. Then press BACK to go back to the game.

▶ Playing Anagrams

Anagrams challenges you to find anagrams of a word. (An anagram is a word formed from all or some of the letters of another word.)

To play, type an anagram and then press ENTER. Use the arrows to view anagrams you've already entered.

To end a round and reveal the remaining anagrams, press ? *. After a round, you can press ENTER and use ⇩ to highlight a word. Then press ENTER to view its thesaurus entry. Press BACK to go back to the game.

Note: Each letter can only be used in an anagram as many times as it appears in the selected word. Each anagram must be a specified minimum length, which flashes on the screen before each round. The number of possible anagrams is shown on the right side of the screen.

▶ Playing Word Train™

All aboard! You and the Word Train take turns typing letters to form a word. Whoever types the last letter wins.

Press (?*) to end a round and reveal the word. Press (ENTER) to view the thesaurus entry of the word.

➤ Keeping Score

After each round of Hangman and Word Train, the number of rounds that you have won and lost appears.

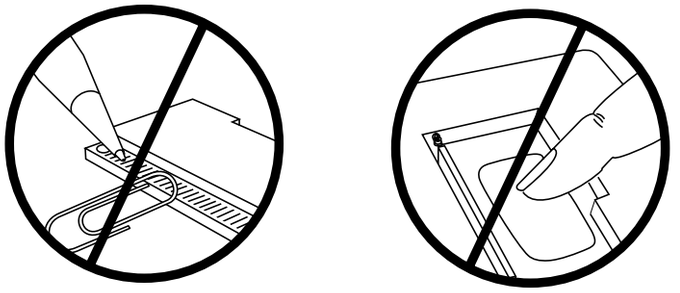
➤ Getting Hints

You can get hints during the games by holding (CAP) and pressing (?*). In Hangman, letters in the mystery word are revealed. In Anagrams, the letters are shuffled. In Word Train, possible next letters are displayed.

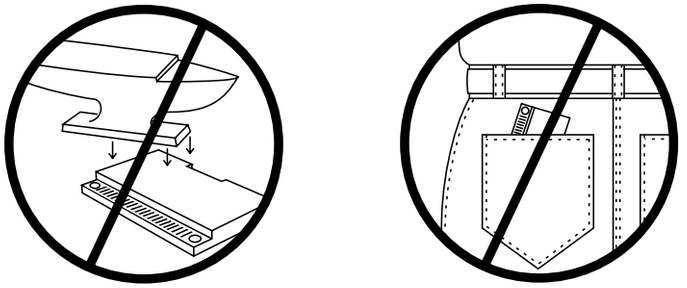
NOTE: If you ask for a hint, the game continues but you cannot win the round. To win rounds, you must play without hints.

Book Card Care

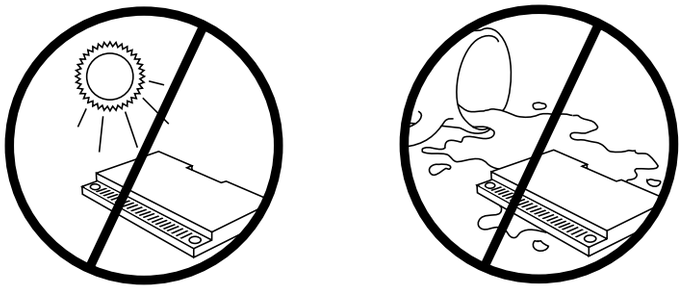
- **Do not touch the metal contacts on the book cards.**
  Caution: Touching these electrical contacts with statically charged objects, including your fingers, could erase information entered in a book card or built-in book.



- **Do not put excessive pressure on the book cards.**



- **Do not expose the book cards to heat, cold, or liquids.**



Resetting BOOKMAN

If the BOOKMAN keyboard fails to respond, or if its screen performs erratically, first press CLEAR and then press ON/OFF twice. If nothing happens, follow the steps below.

Warning: Pressing the reset button with more then very light pressure may permanently disable your BOOKMAN. In addition, resetting BOOKMAN erases settings and information entered into its built-in book and in an installed book card.

1. **Hold CLEAR and press ON/OFF.**
   If nothing happens, try Step 2.
2. **Use a paper clip to *gently* press reset button on BOOKMAN.**
   The reset button is recessed in a pin-sized hole on the back of BOOKMAN. Look for it on the battery cover or near the book card slot.

This unit may change operating modes due to Electro-static Discharge. Normal operation of this unit can be re-established by pressing the reset key, ON/OFF, or by removing/replacing batteries.

Limited Warranty

FRANKLIN warrants to you that the BOOKMAN PRODUCT will be free from defects in materials and workmanship for one year from purchase. In the case of such a defect in your BOOKMAN PRODUCT, FRANKLIN will repair or replace it without charge on return, with purchase receipt, to the vendor from which you made your purchase. Alternatively, FRANKLIN may, at its option, refund your purchase price. Charges will be made for all repairs or replacement unless valid proof of purchase is provided.

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Specifications

Model: TMQ-440

- batteries: 2 lithium (CR-2032)
- size: 12 x 8.3 x 1.4 cm
- weight: 4 oz. (without batteries)

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FCC Notice: Complies with the limits for a Class B computing device pursuant to Subpart B of part 15 of FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference; and (2) This device must accept any interference received, including interference that may cause undesired operation.

U.S. Patents 4,406,626; 4,490,811; 4,830,618; 4,891,775; 5,007,019; 5,113,340; 5,203,705; 5,218,536; 5,249,965; 4,982,181; 5,229,936; 5,295,070; 5,321,609; 5,333,313; 5,396,606; 5,153, 313.

Deutsch Pats. No. M 9409743.7 and M 9409744.5. European Patent 0 136 379. U.K. REG. DES. 2043953. Pat. Pend.

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